



superstar

Fig. 1

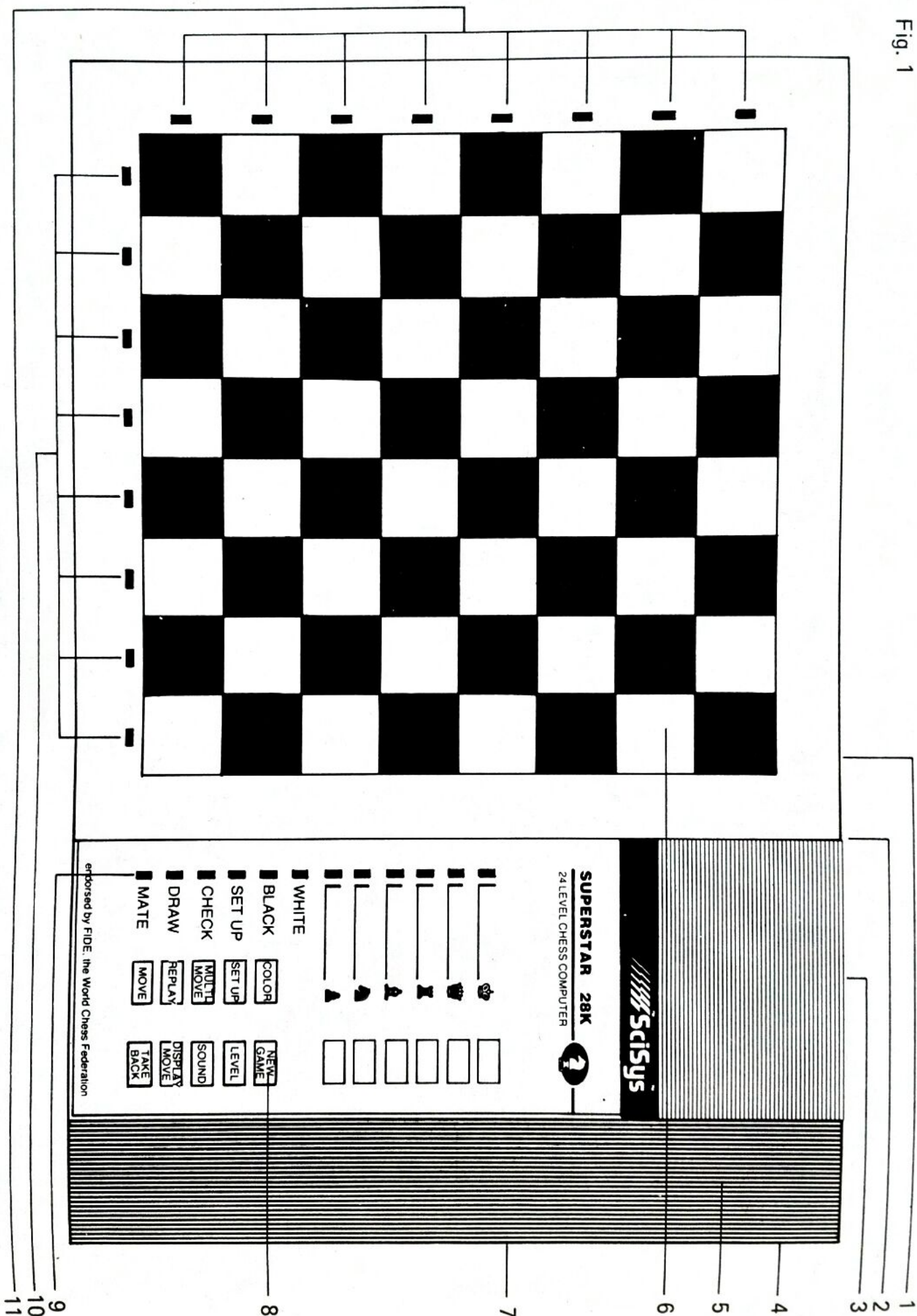
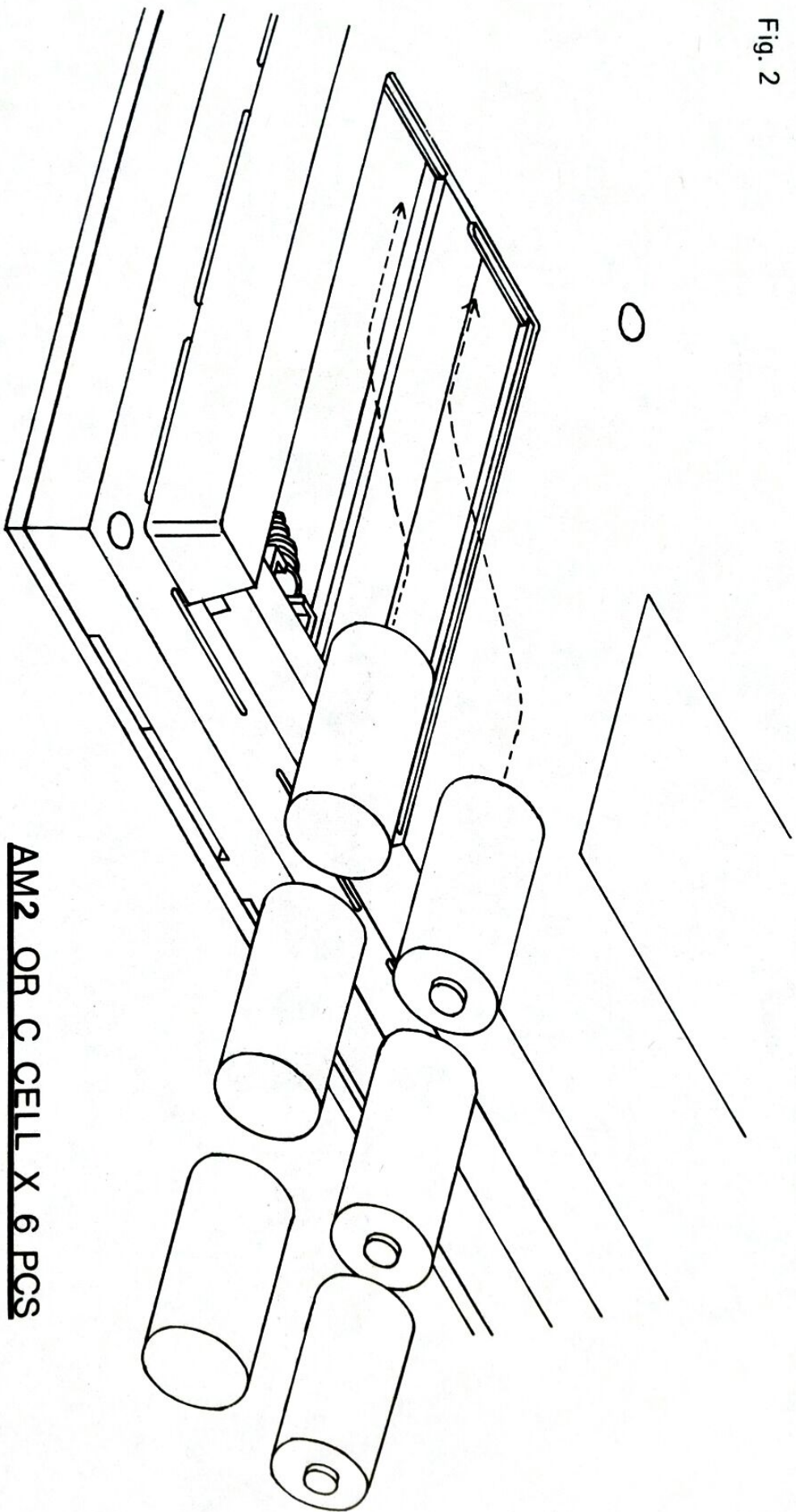


Fig. 2



AM2 OR C CELL X 6 PCS

Keys and functions

1. Socket for mains adapter (optional)
2. Power switch
3. Program memory compartment: up to 32K
4. Piece compartment
5. Quick instructions printed in lid
6. Touch-sensory chessboard
7. Buzzer
8. Control panel keyboard:
 - Change level
 - Start new game
 - Take back any number of moves automatically
 - Replay any number of moves automatically
 - Suggest a move
 - Turn sound On/Off
 - Permit multiple moves
 - Display move considered
9. Control panel displays:—
 - Side to move
 - Computer thinking
 - Set-up position, fix position, verify position
 - Check
 - Checkmate
 - Draw
 - Piece type: King — Pawn
10. Indicator: column of piece moving
11. Indicator: row of piece moving

Introduction

SUPERSTAR is a sophisticated chess computer which automatically registers your moves on its built-in sensor chessboard. It has 24 extremely flexible levels of skill and a number of very advanced features that will increase your enjoyment of the game. These "intelligent" features also make the computer especially easy to operate.

1. Getting started

SUPERSTAR can be run on six heavy duty C-Cells for up to 8 hours of playing time (using alkaline batteries will give you up to 15 hours). Insert the batteries as shown in Fig. 2

For most economical operation use a SciSys mains adaptor which your dealer will provide as an option.

Set up the chess pieces in the opening position and switch the computer on. It will perform a quick internal test of its electronic components and LED lamps, after which it is ready to play against you.

2. Setting the level of skill

SUPERSTAR has 24 levels of skill that are tailored to suit all aspects of the game. Each level corresponds to a square on the chessboard.

Levels A1 and A8 are for **casual play**. In these levels the computer will respond in the average times given below. Levels B1 to B8 are for **tournament games**. In tournament mode the

computer will play according to internationally accepted time limits (e.g. Level B2 = 40 moves in the first 2 hours and 20 moves in every hour thereafter). It will always play the move it considers best (randomizer off) on levels B1–5 and will adhere strictly to the time limits set for the entire game.

Levels H1 to H8 are for **chess problems** (see section 14).

Below you will find the average response times in the casual and tournament modes. The entries for casual play are average times only. Depending on the stage of the game and tactical complications, the computer may play very much faster or slower on individual moves.

Level	Average response time per move
A1	5 seconds
A2	20 seconds
A3	60 seconds
A4	2 minutes
A5	3.5 minutes
A6	6 minutes
A7	10 minutes
A8	2 seconds (Handicap level)
B1	Fast Tournament (30 moves in 1 hour)
B2	Master Tournament (40 moves in 2 hours + 20 moves per hour thereafter)
B3	Grandmaster Tournament (40 moves in 2.5 hours + 16 moves per hour thereafter)
B4	1 hour for the entire game
B5	2 hours for the entire game

- B6 Speed chess (5 minutes for the entire game)
- B7 10 second chess (1 move every 10 seconds with
acoustic reminder)
- B8 Analysis (computer only moves when interrupted — see section 11)

To choose the level you want press **LEVEL** (the computer will indicate the level currently set) and then the appropriate square of the chessboard. The level setting may be changed at the beginning or at any time during a game (but only when it is your turn to move).

3. Making moves

To make a move first press down on the piece you wish to move. You will hear a short beep. Place the piece on its destination square and press down again. You will hear a second beep and a color light (BLACK or WHITE) begins to flash. This means that the computer has accepted your move and has started to compute its reply.

To make a **capture** you only have to key in the move of the capturing piece. In case of an **en passant** capture the computer will remind you to remove the captured pawn (press it down before you remove it).

When **castling** always key in the king's move first. When a **pawn promotes** you must tell the computer which piece you choose by pressing the appropriate piece key.

4. Computer moves

The computer indicates its own moves by sounding a double beep when it has finished computing and turning on two lights on the side of the chess board. These lights indicate the horizontal rank and vertical column of the piece the computer wishes to move. Press this piece down on its square. The computer will now show you where the piece must go. Move the piece to the square indicated and press down to complete the move.

Note: When the computer promotes a pawn it will use the piece lights to show you which piece it chooses. Press down the appropriate piece key to confirm its choice.

5. Illegal moves

If you attempt to make an illegal move the board lights indicating the TO square will stay on and the computer will not compute a countermove. After a few seconds you will hear a low beep and the **SET UP** light will start flashing. The computer will show you which piece you must move back before you can make your next move.

If you do not execute a computer move properly you will hear a double error beep and the board lights will help you to correct the move.

6. Check, Mate, and Draw

When the computer puts your king in check it will sound a double beep and turn the CHECK light on. If a game ends in

checkmate it will turn on the MATE light (the WHITE or BLACK lights indicate which side has been checkmated).

In case of a stalemate or draw by threefold repetition or the fifty move rule, the DRAW light will be turned on.

7. NEW GAME

To start a new game press **NEW GAME**. The level and all other relevant settings remain unchanged.

8. TAKE BACK

To take back moves press **TAKE BACK**. The computer will start retracting moves. It will show you where the pieces came from and where you should put them. It will also remind you to replace captured pieces (watch the piece lights). You can take back all the moves up to the beginning of the game.

After each move you take back it will display the next one; if you ignore it for 6–8 seconds it will turn off the display. To terminate the take back function and resume play simply key in a move (or press **MOVE**).

9. Replay

After taking back moves you may replay them by pressing **REPLAY**. The computer will show you the moves that were made (it turns off the display if you ignore it for 6–8 seconds). You may resume play at any stage by entering a move or pressing **MOVE**.

To replay an entire game (useful for analysis) press **NEW GAME**.

and **REPLAY**. The computer will show you the entire game you just played.

10. Changing sides

If at any time during a game you wish to change sides with the computer you may do so by pressing **MOVE** instead of making a move. The computer will play the next move for you and you can go on playing for the other side.

You can change sides as often as you like. You can even press **MOVE** repeatedly and make the computer play the entire game against itself. The **MOVE** key is especially useful when you need help and want the computer to suggest a move for you.

If you wish to play a game with the black pieces, set up the board with the black pieces at the bottom. Press **NEW GAME** and **MOVE**. The computer will make the first move for white, playing down from the top of the board.

11. Display Moves

This is a unique feature that allows you to observe the "thought process" of the computer. To activate this mode press **DISPLAY MOVE**. The computer will now show you the moves it is considering while it computes a move. It will do this by turning on the FROM square for three seconds and then the TO square for one second. You can watch how it changes its mind as it computes deeper. Pressing **DISPLAY MOVE** again switches off this feature.

If you wish to **interrupt the computer** while it is computing a move simply key in the move it is currently considering. This does not operate in problem levels.

12. MULTI MOVE

The **MULTI MOVE** key puts the computer into a special mode that allows you to enter openings or to force the computer to play a certain continuation. In this mode the computer will not compute a reply when a move has been entered. It will only keep track of the board position and make sure that all moves entered are legal.

The Multi Move mode is especially useful when you play a game with a friend. The computer will act as a referee and each side can always ask it for advice by pressing **MOVE**.

To return to normal play press **MULTI MOVE** a second time.

13. Verifying piece positions

If you upset the pieces or for other reasons are not sure that the board position is correct you can ask the computer to show you the proper location of each piece.

To do this press **SET UP** (the SET UP light comes on) and then one of the piece keys. The computer will use the board lights to show you where that piece is located. Press the same piece key again to see if there are any more pieces of that kind on the board.

You may verify the position of other pieces in the same manner. To change colors press **COLOR**. The WHITE/

BLACK lights always show you which side's pieces are being verified.

Warning: Do not press down any of the pieces while verifying a position as this will remove the piece from the game (see section 13).

To return to normal play press **SET UP** again.

14. Setting up a special position

If you wish to set up a special position first press **SET UP**. (If the position you want to set up contains only a few pieces, press **NEW GAME** immediately after this to clear the board of all pieces). The computer remembers whether white is playing up or down the board.

To remove a piece simply press it down on its current square and remove it from the board.

To add a new piece first select the color (by pressing **COLOR** if necessary). Now press the appropriate piece key and press the new piece on an empty square.

After you have set up the position make sure the WHITE/BLACK lights correctly indicate the side to move next and then press **SET UP**. You may now play on from the position you have entered. If the side to move is on top, it will wait 6–8 seconds and then compute a move.

Note: The computer will refuse to play if the position you have set up is not legal.

15. Problem mode

Your computer has a special problem mode (levels H1 to H8) in which it will solve chess problems up to mate in eight moves. In this mode the computer will only make a move if it can see a forced mate in the number of moves corresponding to the level set (e.g. a mate in four or less in level H4).

If the computer finds a forced checkmate it will play the first move — which leads to mate if you press **REPLAY**. It then displays the best counter move automatically and follows the principal line all the way through to mate. You may try to defend the position for the opposite side (the side being checkmated) by entering moves as usual. The computer will continue playing the checkmating side until the game is over.

If the computer does not find a forced mate in the required number of moves it will sound an error beep and not make a move. Press **SET UP** twice to abandon the search.

16. Turning sound off

If the computer "beeps" are distracting you or others during a game you may turn off the sound by pressing **SOUND**. Pressing the key again will turn the sound back on. You must watch the indicator lights and press pieces and keys carefully when playing without sound.

17. Care and maintenance

Your SUPERSTAR is a precision electronic device. Do not subject it to rough handling or expose it to extreme tempera-

tures or moisture. Do not use chemical agents to clean the set as these may damage the plastic.

18. Technical specifications

Microprocessor:	6502A, 2 million operations per second
Program Memory:	28K bytes (expandable to 36K bytes)
Ram Memory:	4K bytes
LED lamps	28
Keys	16
Operating Voltage Range:	7V — 10V DC
Power Consumption:	2 W
Battery requirement:	AM-2 or Size 'C' x 6 pcs. Alkaline type recommended
AC Adaptor (Optional)	8V DC at 300mA with 5.5mm diameter mini-plug
Dimension:	371 x 243 x 33 mm
Weight:	1 Kg (excluding batteries)

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Nur SciSys Schachcomputer werden vom Weltschachbund (FIDE) empfohlen
SciSys chess computers are the only chess computers endorsed by FIDE, the World Chess Federation

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